OSCAR *4 Commander*

GB

Operating Instructions

The OSCAR *4 Commander* is a programmable remote control which enables you to assign television channels to the channel memories of our new-generation FS (frequency-synthesis) television sets quickly and easily. You can program the channel memories of the OSCAR *4 Commander* (up to four times 60 of them) with the data for channel tables, channel entry numbers and fine tuning. All requisite signals are transferred to the television set via infra-red in the test, programming, correction and transmission operating modes. To check and monitor the entries, you can use the display and the television screen, plus the LED of the OSCAR *4 Commander*.

In the test, programming and correction operating modes, the OSCAR *4 Commander* switches off automatically two minutes after the last entry – in transmission operating mode after data transmission.

Please note:
All FS (frequency-synthesis) television sets from year of manufacture 1988 are programmable. Some older set types with two channel tables are likewise suitable for being programmed with the OSCAR *4 Commander*. The test operating mode enables you to check which set has been prepared for being programmed with the OSCAR *4 Commander*.

Sets fitted with a **Digi-3 chassis** cannot be programmed with the OSCAR *4 Commander*.

The special function **S** (S button on the television set) is not altered by programming with the OSCAR *4 Commander*.

Please also consult the relevant operating instructions for the television set concerned.

Buttons and their functions

⊙	Switching on
O	Switching off
1...9, 0	Selecting the memory block, channel entry
C 1	Channel table 1
C 2	Channel table 2, test operating mode
⊏⊐	Fine tuning
C	Correcting, monitoring
P	Programming
⊏M⊐	Storing
▪)))	Transmitting

LED display

is flashing once per second	– entry possible
is flashing twice per second	– band end
is flashing four times per second	– after button ⊙ has been pressed
is lit up	– transmission operating mode
is not lit up	– entry not possible

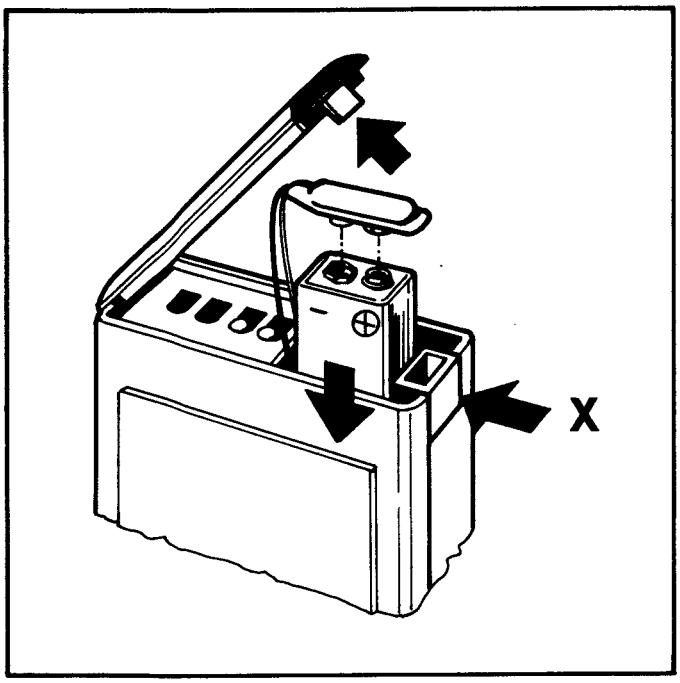
For operation, place the OSCAR *4 Commander* on a firm base. The distance from the television set should be about two metres.

Make sure that the IR path between the OSCAR *4 Commander* and the television set is not interrupted.

Replacing the battery

You need a 9-Volt IEC 6 F 22 battery.

To replace the battery, push the catch **X** a little inwards, and remove the battery compartment lid upwards. Connect a new battery to the clip, insert it into the battery compartment, and when closing the lid, make sure that the connecting wires do not get jammed.



Explanations for the channel tables

For certain reception areas, different channel tables are filed in the sets. A distinction is made between sets with one or two channel tables.

The channel designation and the broadcasting frequency which are assigned to each of the television channels can be taken from these tables. The channel designation cannot as a rule be entered directly into the television set, and must therefore be converted into an entry number.

In order to enable you to store the large number of television channels, some of the sets provide two channel tables. You can switch over between the two tables using buttons **1.**, **2.** or **– –** on the remote control.
Channel table switchover affects only the channel memory currently selected.

Memory block 3

Cable television system,
reception band

Channel memory	Program	Channel	Channel table	Entry number
1				
2				
3				
4				
5				
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Memory block 4

Cable television system,
reception band

Channel memory	Program	Channel	Channel table	Entry number
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Test operating mode for sets with two channel tables

	Buttons at the television set or on the remote control	Buttons on the OSCAR *4 Commander*	Display at the television set for	LED display of the OSCAR *4 Commander* is flashing	Remarks
1	Power switch on		Channel memory 1		
2	Press the **C** button		Entry number of the TV channel Channel table		
3	If necessary, press button **1.** or **––**		Entry number of the TV channel Channel table 1 (red display)		Use button **1.** or **––** to switch on channel table 1. Before step 5 is performed, the channel table 1 display must always be lit up.
4		Press button ⊙		Four times per second	
5		Press button C **2**	Channel table 2 (yellow display)	Four times per second	Use button C **2** to switch over to channel table 2. If the channel table 1 display continues to be lit up, this means that the television set is not prepared for being programmed with the OSCAR *4 Commander*.

Sets fitted with a **Digi-3 chassis**, even if the test result is positive, cannot be programmed with the OSCAR *4 Commander*.

Programming

	Buttons at the television set	Buttons on the OSCAR *4 Commander*	Display at the television set for	LED display of the OSCAR *4 Commander* is flashing	Remarks
1	Power switch on		Channel memory 1		
2		Press button ⊙	Channel memory 1	Four times per second	
3		Press one of the buttons **1...4**	Channel memory 1	Once per second	Use buttons **1...4** to select the memory block whose channel memory you want to assign data to.
4		Press button **P**	Channel memory 1 for 2 seconds, then entry number of the TV channel Channel table	Once per second	Use button **P** to initiate programming. The television set will switch to stand-by mode, and then on again.
5		If necessary, press one of the buttons C **1**, C **2**	Entry number of the TV channel Channel table 1 or 2	Once per second	For channel table switchover, use buttons C **1**, C **2**. The red display lights up for table 1, the yellow one for table 2.
6		Press buttons **1...9,0**	Entry number selected for TV channel Channel table	Once per second	Please take the entry numbers from the channel tables of the TV operating instructions, and enter these in two-digit form, using buttons **1...9,0**. The entry number must always be entered afresh, even when the number you wish to enter happens to be displayed.
7		If necessary, press buttons – CP +	Entry number selected for TV channel Channel table	Once per second at the end of the tuning band: twice per second	Fine tuning is only necessary in areas with poor reception conditions, and for stations whose broadcasting frequency differs from that given in the channel tables.
8		Press button M	Next channel memory Entry number of the TV channel	Once per second	Use button M to store the data entered, and simultaneously switch to the next channel memory. To tune and store further TV channels, repeat steps 5 to 8. To terminate programming, press button O or button ⊙.

Correction

	Buttons at the television set	Buttons on the OSCAR *4 Commander*	Display at the television set for	LED display of the OSCAR *4 Commander* is flashing	Remarks
1	Power switch on		Channel memory 1		
2		Press button ⊙	Channel memory 1	Four times per second	
3		Press one of the buttons **1...4**	Channel memory 1	Once per second	Use buttons **1...4** to select the memory block in which yc want to perform the corrections.
4		Press the **C** button	Channel memory 1 for 2 seconds, then entry number of the TV channel Channel table	Once per second	Use the **C** button to initiate the correction procedure. If you want to correct channel memory 1, continue with step 6.
5		Press button M	Channel memory for 2 seconds, then entry number of the TV channel Channel table	Once per second	Use button M to select the channel memories in ascending order. The last channel memory with data already assigned will be displayed with *00*.
6		If necessary, press one of the buttons C **1**, C **2**	Entry number of the TV channel Channel table 1 or 2	Once per second	For channel table switchover, use buttons C **1**, C **2**. Tl red display lights up for table 1, the yellow one for table 2
7		Press buttons **1...9,0**	Entry number selected for TV channel Channel table	Once per second	Please take the entry numbers from the channel tables o the TV operating instructions, and enter these in two-digi form, using buttons **1...9,0**.
8		If necessary, press buttons – CP +	Entry number selected for TV channel Channel table	Once per second at the end of the tuning band: twice per second	Fine tuning is only necessary in areas with poor receptio conditions, and for stations whose broadcasting frequenc differs from that given in the channel tables.
9		Press button M	Next channel memory Entry number of the TV channel	Once per second	Use button M to store the correction, and simultaneous switch over to the next channel memory. The last channel memory with data already assigned will b displayed with *00*. Following steps 6 to 9, you can corre further channel memories, or assign TV channels to them To terminate the correction function, press button O or button ⊙.

You can reduce the number of channel memories filed in one memory block. To do this, press the **C** button after the last channel memory you wish to retain in the block.

Transmitting

	Buttons at the television set	Buttons on the OSCAR *4 Commander*	Display at the television set for	LED display of the OSCAR *4 Commander* is flashing	Remarks
1	Power switch on		Channel memory 1		
2		Press button ⊙		Four times per second	
3		Press one of the buttons **1...4**	Channel memory 1	Once per second	Use buttons **1...4** to select the memory block whose data you want to transfer to the television set.
4		Press button ■ II)	Channel memory Entry numbers Channel table	**Is lit up**	At the end of data transfer, the television set will switch t stand-by mode, and then on again. The OSCAR *4 Commander* will switch off automatically.

It is possible at any time to abort the transfer function, or to transfer only part of the channel memory block. To do this, press button ⊙.

t for	LED display of the OSCAR *4 Commander* is flashing	Remarks
.		
	Four times per second	
.	Once per second	Use buttons **1...4** to select the memory block in which you want to perform the corrections.
conds,	Once per second	Use the **C** button to initiate the correction procedure. If you want to correct channel memory 1, continue with step 6.
onds,	Once per second	Use button ⌧ to select the channel memories in ascending order. The last channel memory with data already assigned will be displayed with *00*.
annel	Once per second	For channel table switchover, use buttons C **1**, C **2**. The red display lights up for table 1, the yellow one for table 2.
	Once per second	Please take the entry numbers from the channel tables of the TV operating instructions, and enter these in two-digit form, using buttons **1...9,0**.
	Once per second at the end of the tuning band : twice per second	Fine tuning is only necessary in areas with poor reception conditions, and for stations whose broadcasting frequency differs from that given in the channel tables.
annel	Once per second	Use button ⌧ to store the correction, and simultaneously switch over to the next channel memory. The last channel memory with data already assigned will be displayed with *00*. Following steps 6 to 9, you can correct further channel memories, or assign TV channels to them. To terminate the correction function, press button O or button ⊙.

o this, press the **C** button after the last channel memory you wish to retain in the block.

t for	LED display of the OSCAR *4 Commander* is flashing	Remarks
	Four times per second	
	Once per second	Use buttons **1...4** to select the memory block whose data you want to transfer to the television set.
-	**Is lit up**	At the end of data transfer, the television set will switch to stand-by mode, and then on again. The OSCAR *4 Commander* will switch off automatically.

he channel memory block. To do this, press button ⊙.

Memory block 2

Cable television system, reception band

Channel memory	Program	Channel	Channel table	Entry number
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Memory block 1

Cable television system, reception band

Channel memory	Program	Channel	Channel table	Entry number
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Memory block 3

Cable television system,
reception band_____

Channel memory	Program	Channel	Channel table	Entry number
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Memory block 4

Cable television system,
reception band_____

Channel memory	Program	Channel	Channel table	Entry number
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Test operating mode for sets with two channel tables

	Buttons at the television set or on the remote control	Buttons on the OSCAR *4 Commander*	Display at the television set for	LED display of the OSCAR *4 Commander* is flashing	Remarks
1	Power switch on		Channel memory 1		
2	Press the **C** button		Entry number of the TV channel Channel table		
3	If necessary, press button **1.** or **––**		Entry number of the TV channel Channel table 1 (red display)		Use button **1.** or **––** to switch on channel table 1. Before step 5 is performed, the channel table 1 display must always be lit up.
4		Press button ⊙		Four times per second	
5		Press button C **2**	Channel table 2 (yellow display)	Four times per second	Use button C **2** to switch over to channel table 2. If the channel table 1 display continues to be lit up, this means that the television set is not prepared for being programmed with the OSCAR *4 Commander*.

Programming

	Buttons at the television set	Buttons on the OSCAR *4 Commander*	Display at the television set for	LED display of the OSCAR *4 Commander* is flashing	Remarks
1	Power switch on		Channel memory 1		
2		Press button ⊙	Channel memory 1	Four times per second	
3		Press one of the buttons **1...4**	Channel memory 1	Once per second	Use buttons **1...4** to select the memory block whose channel memory you want to assign data to.
4		Press button **P**	Channel memory 1 for 2 seconds, then entry number of the TV channel Channel table	Once per second	Use button **P** to initiate programming. The television set will switch to stand-by mode, and then on again.
5		If necessary, press one of the buttons C **1**, C **2**	Entry number of the TV channel Channel table 1 or 2	Once per second	For channel table switchover, use buttons C **1**, C **2**. The red display lights up for table 1, the yellow one for table 2.
6		Press buttons **1...9,0**	Entry number selected for TV channel Channel table	Once per second	Please take the entry numbers from the channel tables of the TV operating instructions, and enter these in two-digit form, using buttons **1...9,0**. The entry number must always be entered afresh, even when the number you wish to enter happens to be displayed.
7		If necessary, press buttons – ⊏+	Entry number selected for TV channel Channel table	Once per second at the end of the tuning band: twice per second	Fine tuning is only necessary in areas with poor reception conditions, and for stations whose broadcasting frequency differs from that given in the channel tables.
8		Press button ⊠	Next channel memory Entry number of the TV channel	Once per second	Use button ⊠ to store the data entered, and simultaneously switch to the next channel memory. To tune and store further TV channels, repeat steps 5 to 8. To terminate programming, press button O or button ⊙.

Correction

	Buttons at the television set	Buttons on the OSCAR *4 Commander*	Display at the television set for	LED display of the OSCAR *4 Commander* is flashing	Remarks
1	Power switch on		Channel memory 1		
2		Press button ⊙	Channel memory 1	Four times per second	
3		Press one of the buttons **1...4**	Channel memory 1	Once per second	Use buttons **1...4** to select the memory block in which you want to perform the corrections.
4		Press the **C** button	Channel memory 1 for 2 seconds, then entry number of the TV channel Channel table	Once per second	Use the **C** button to initiate the correction procedure. If you want to correct channel memory 1, continue with step 6.
5		Press button ⊠	Channel memory for 2 seconds, then entry number of the TV channel Channel table	Once per second	Use button ⊠ to select the channel memories in ascending order. The last channel memory with data already assigned will be displayed with *00*.
6		If necessary, press one of the buttons C **1**, C **2**	Entry number of the TV channel Channel table 1 or 2	Once per second	For channel table switchover, use buttons C **1**, C **2**. The red display lights up for table 1, the yellow one for table 2.
7		Press buttons **1...9,0**	Entry number selected for TV channel Channel table	Once per second	Please take the entry numbers from the channel tables of the TV operating instructions, and enter these in two-digit form, using buttons **1...9,0**.
8		If necessary, press buttons – ⊏+	Entry number selected for TV channel Channel table	Once per second at the end of the tuning band: twice per second	Fine tuning is only necessary in areas with poor reception conditions, and for stations whose broadcasting frequency differs from that given in the channel tables.
9		Press button ⊠	Next channel memory Entry number of the TV channel	Once per second	Use button ⊠ to store the correction, and simultaneously switch over to the next channel memory. The last channel memory with data already assigned will be displayed with *00*. Following steps 6 to 9, you can correct further channel memories, or assign TV channels to them. To terminate the correction function, press button O or button ⊙.

You can reduce the number of channel memories filed in one memory block. To do this, press the **C** button after the last channel memory you wish to retain in the block.

Transmitting

	Buttons at the television set	Buttons on the OSCAR *4 Commander*	Display at the television set for	LED display of the OSCAR *4 Commander* is flashing	Remarks
1	Power switch on		Channel memory 1		
2		Press button ⊙		Four times per second	
3		Press one of the buttons **1...4**	Channel memory 1	Once per second	Use buttons **1...4** to select the memory block whose data you want to transfer to the television set.
4		Press button ■ II)	Channel memory Entry numbers Channel table	**Is lit up**	At the end of data transfer, the television set will switch to stand-by mode, and then on again. The OSCAR *4 Commander* will switch off automatically.

It is possible at any time to abort the transfer function, or to transfer only part of the channel memory block. To do this, press button ⊙.

		LED display of the OSCAR *4 Commander* is flashing
		Four times per second
Use buttons **1...4** to select the memory block in which you want to perform the corrections.		Once per second
Use the **C** button to initiate the correction procedure. If you want to correct channel memory 1, continue with step 6.		Once per second
Use button ⌦ to select the channel memories in ascending order. The last channel memory with data already assigned will be displayed with *00*.		Once per second
For channel table switchover, use buttons ⊡ **1**, ⊡ **2**. The red display lights up for table 1, the yellow one for table 2.		Once per second
Please take the entry numbers from the channel tables of the TV operating instructions, and enter these in two-digit form, using buttons **1...9**, **0**.		Once per second
Fine tuning is only necessary in areas with poor reception conditions, and for stations whose broadcasting frequency differs from that given in the channel tables.		Once per second Once per second at the end of the tuning band: Twice per second
Use button ⌦ to store the correction, and simultaneously switch over to the next channel memory. The last channel memory with data already assigned will be displayed with *00*. Following steps 5 to 9, you can correct further channel memories, or assign TV channels to them. To terminate the correction function, press button **O** or button ⏻.		Once per second

		LED display of the OSCAR *4 Commander* is flashing
		Four times per second
		Once per second
		Once per second
		Once

OSCAR *4 Commander*

GB

Operating Instructions

The OSCAR *4 Commander* is a programmable remote control which enables you to assign television channels to the channel memories of almost all FS (frequency-synthesis) television sets made by our company quickly and easily. You can program the channel memories of the OSCAR *4 Commander* (up to four times 60 of them) with the data for channel tables, channel entry numbers and fine tuning. All requisite signals are transferred to the television set via infra-red in the test, programming, correction and transmission operating modes. To check and monitor the entries, you can use the display and the television screen, plus the LED of the OSCAR *4 Commander.*

In the test, programming and correction operating modes, the OSCAR *4 Commander* switches off automatically two minutes after the last entry – in transmission operating mode after data transmission.

Please note:
Newer FS (frequency-synthesis) television sets can be programmed with one or two channel tables. Some of the sets with two channel tables are not suitable for being programmed with the OSCAR *4 Commander.* The test operating mode enables you to check which set has been prepared for being programmed with the OSCAR *4 Commander.*

The special function **S** (S button on the television set) is not altered by programming with the OSCAR *4 Commander.*

Please also consult the relevant operating instructions for the television set concerned.

Buttons and their functions

◉	Switching on
O	Switching off
1...9, 0	Selecting the memory block, channel entry
C 1	Channel table 1
C 2	Channel table 2, test operating mode
⊏⊐	Fine tuning
C	Correcting, monitoring
P	Programming
⊏M⊐	Storing
■))	Transmitting

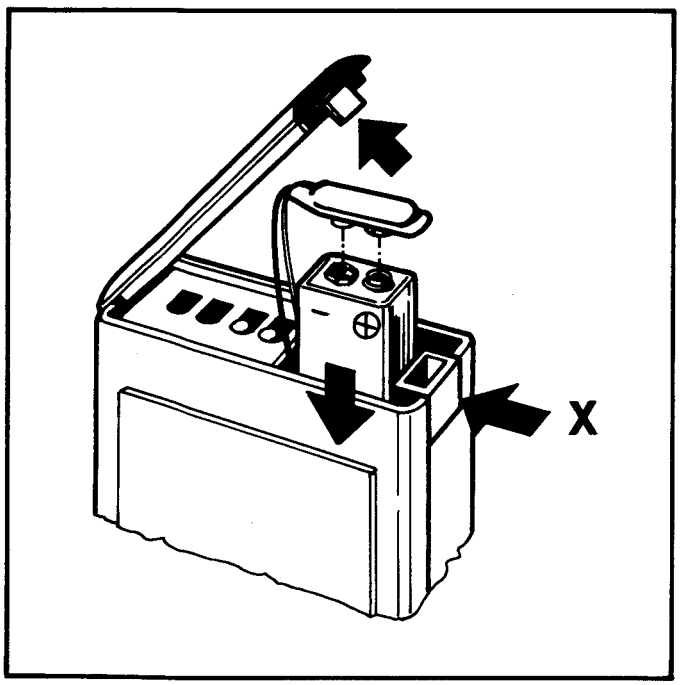
LED display

is flashing once per second	– entry possible
is flashing twice per second	– band end
is flashing four times per second	– after button ◉ has been pressed
is lit up	– transmission operating mode
is not lit up	– entry not possible

Replacing the battery

You need a 9-Volt IEC 6 F 22 battery.

To replace the battery, push the catch **X** a little inwards, and remove the battery compartment lid upwards. Connect a new battery to the clip, insert it into the battery compartment, and when closing the lid, make sure that the connecting wires do not get jammed.



Explanations for the channel tables

For certain reception areas, different channel tables are filed in the sets. A distinction is made between sets with one or two channel tables.

The channel designation and the broadcasting frequency which are assigned to each of the television channels can be taken from these tables. The channel designation cannot as a rule be entered directly into the television set, and must therefore be converted into an entry number.

In order to enable you to store the large number of television channels, some of the sets provide two channel tables. You can switch over between the two tables using buttons **1.**, **2.** or **––** on the remote control.
Channel table switchover affects only the channel memory currently selected.